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Channel Modeling and Time Delay Estimation for Clock Synchronization Among Seaweb Nodes

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Channel Modeling and Time Delay Estimation for Clock Synchronization Among Seaweb Nodes

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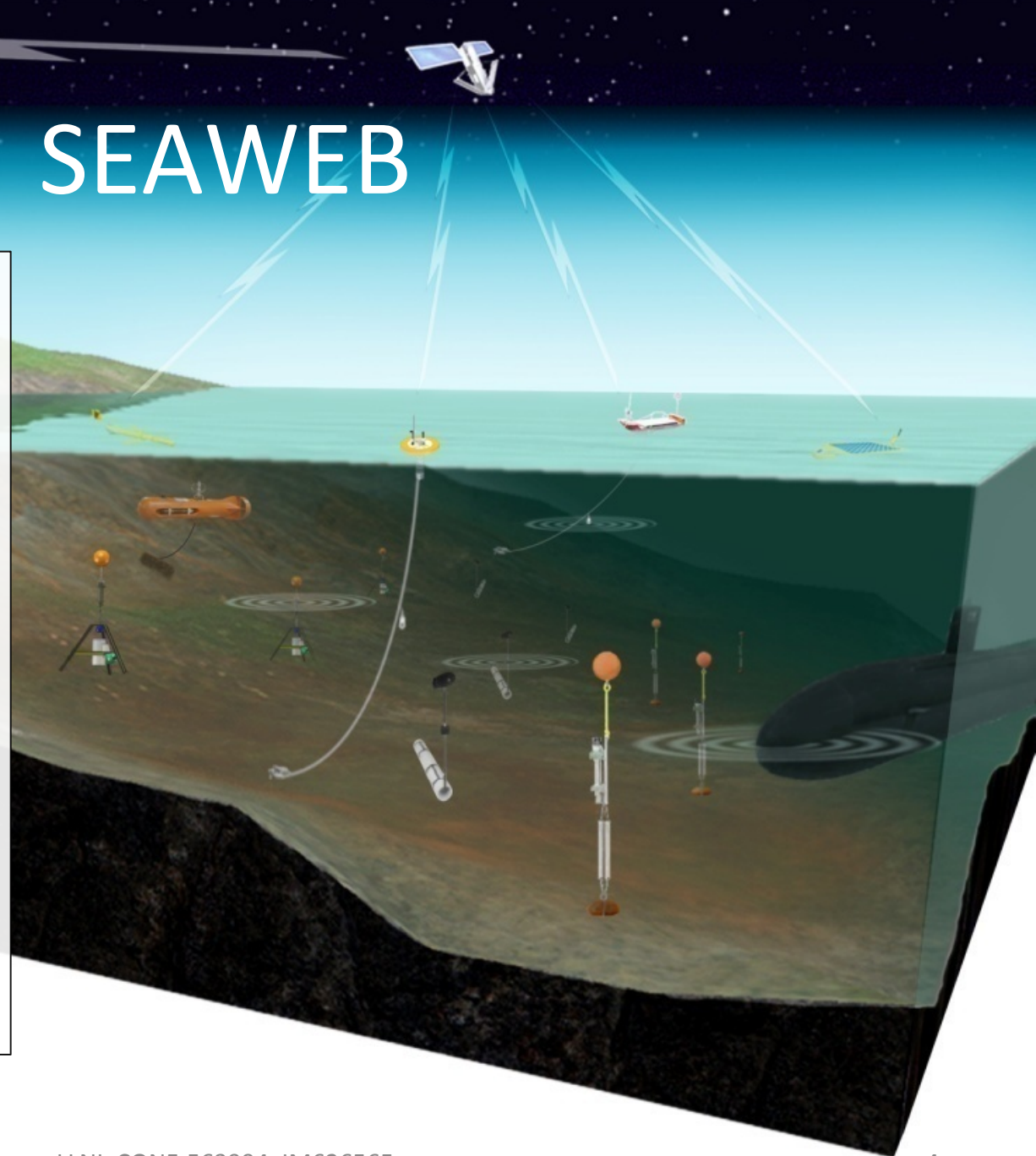
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Introduction

- Seaweb
- Clock-Synchronization
- Through-water challenge
- Published protocols
- Impulse response evaluation
- Simulation and Experimental results
- Conclusion

SEAWEB

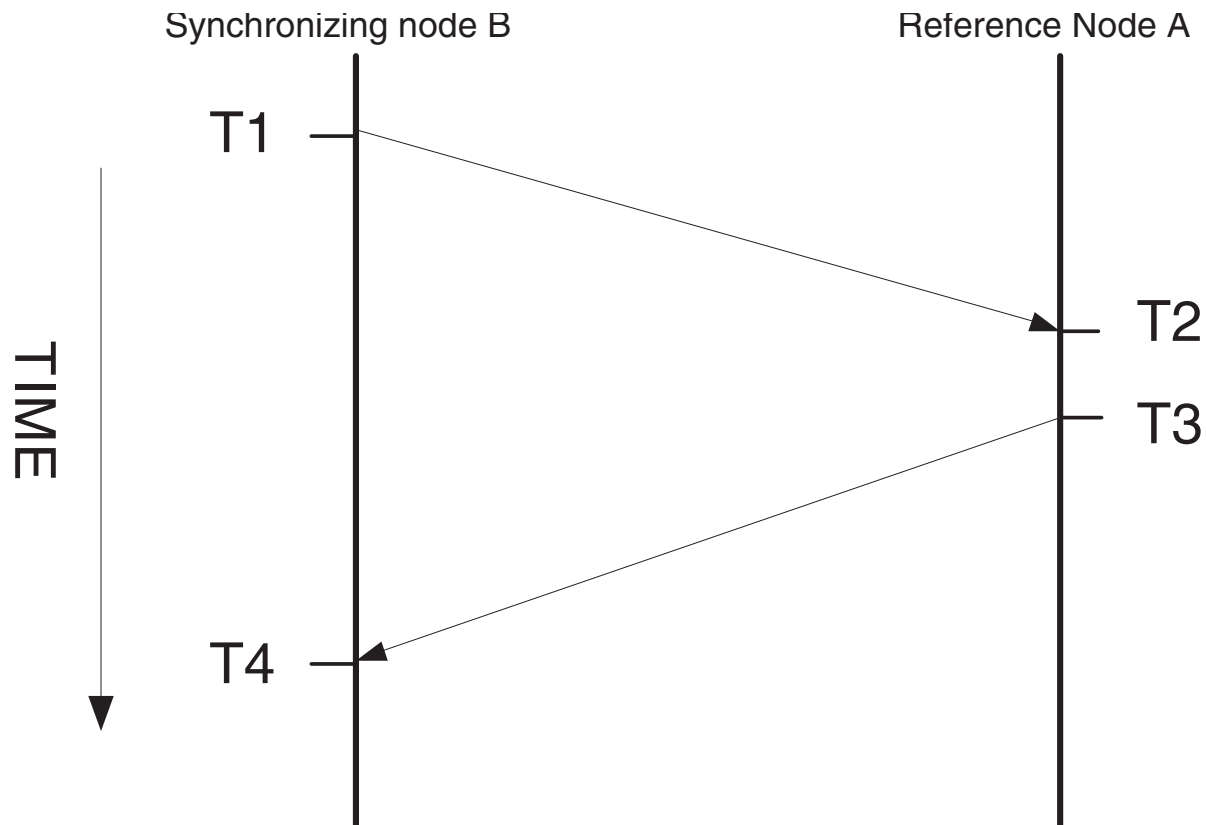
- Underwater wireless network (acoustic)
- Telesonar digital acoustic modems from Teledyne Benthos, Inc.
- 9-14 kHz acoustic signaling
- Data packets up to 4 kbytes at 800 bit/s
- Sensor nodes and repeater nodes with wide-area network routing



Clock Synchronization

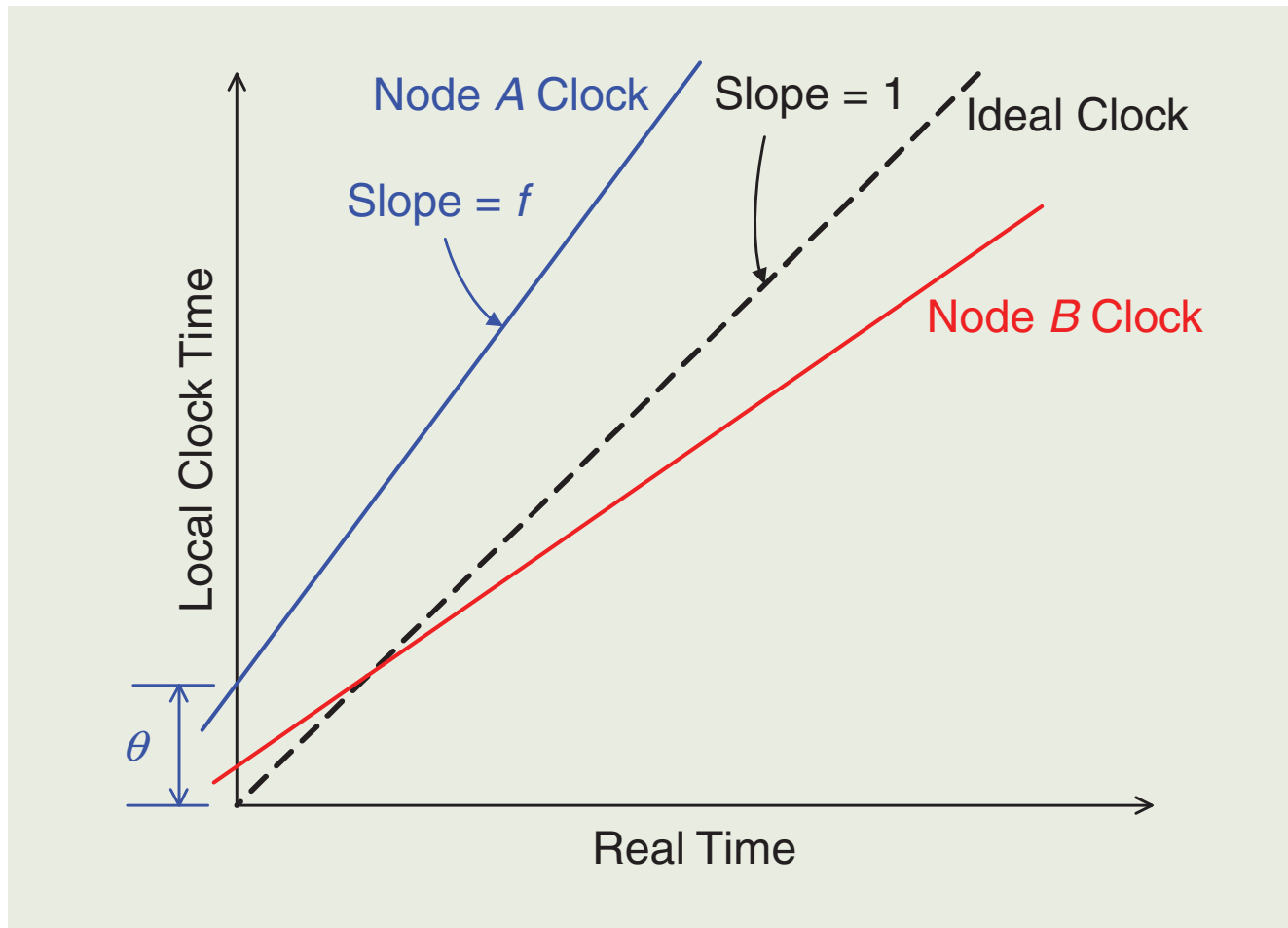
- Clock-synchronization = Time-Synchronization
- Each nodes have their own internal clock
- Quartz crystal based. Affected by:
 - Temperature
 - Pressure
 - Voltage changes
 - Hardware aging
- Important for:
 - Data Fusion
 - Power Management
 - Transmission Scheduling (TDMA)
- Energy consideration

Time-Stamped message exchange



$$\text{Propagation Delay} = [(T2 - T1) + (T4 - T3)] / 2.$$

Skew and Offset



Y.C. Wu, Q. Chaudhari, and E. Serpedin, "Clock Synchronization of Wireless Sensor Networks", *IEEE Signal Processing Magazine*, pp. 124 – 138, Jan. 2011.

LLNL-CONF-563994, IM626565

The through-water challenge

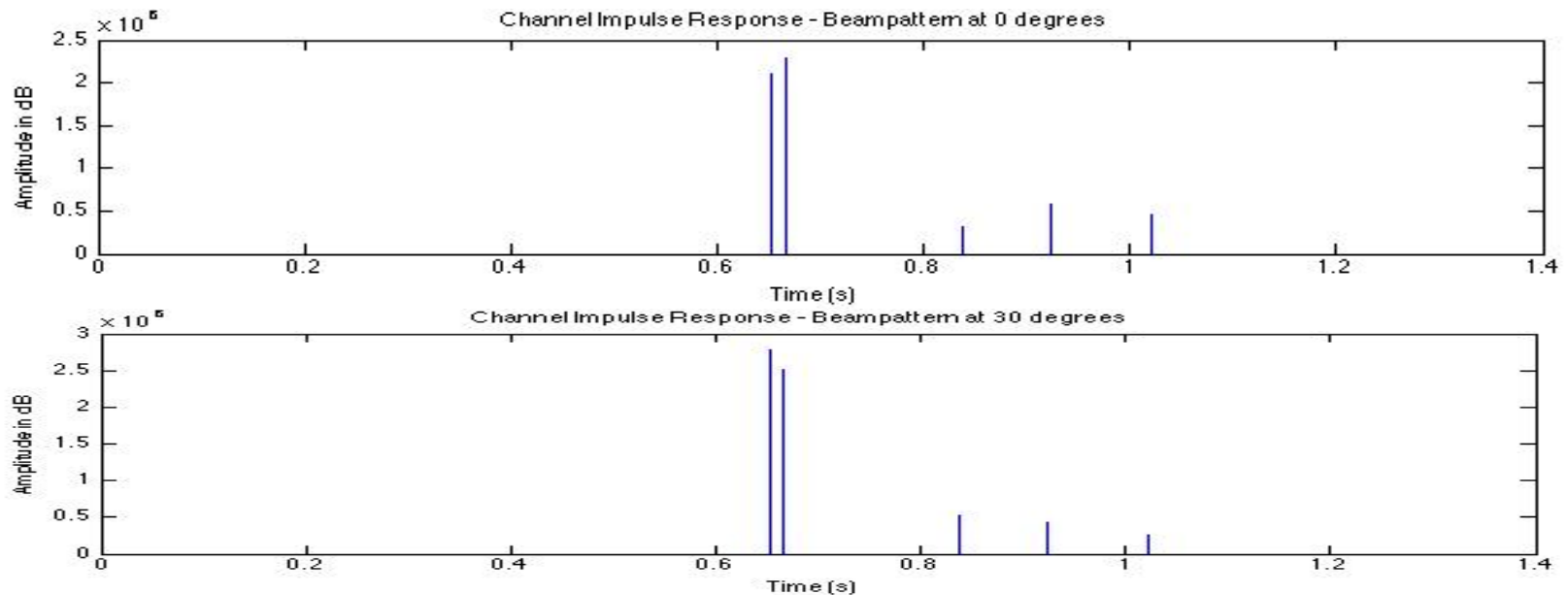
- Time delay estimation
- The propagation medium is an impaired channel compared to radio waves:
 - High Latency
 - Multipath
 - Scattering
 - Refraction
 - Transmission loss
 - Noise
- Affects the Impulse response of the communication channel
- Existing clock-synchronization techniques assume a time invariant medium over a short period of time

Proposed Clock Synchronization protocols

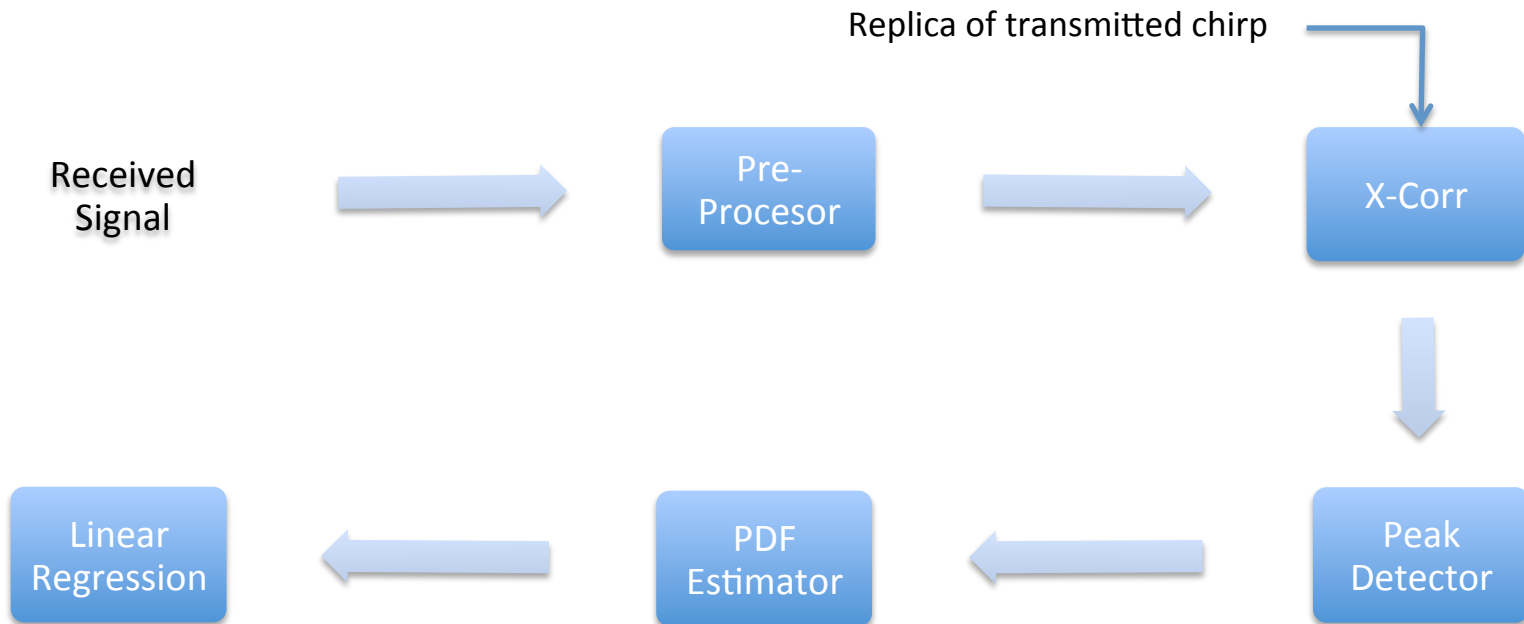
- Time Synchronization for High Latency Networks(TSHL)
 - Assumes fix nodes
 - 2 phases approach
- Mobi-Sync
 - Assumes moving nodes
 - Multiple nodes synchronization
- Modified TSHL using feasibility checked least squares estimator with a Paxson-based estimator
 - Series of 2-way message exchange
- Lots of simulation but not many system experimentation.
- Unrealistic assumptions

Impulse Response Evaluation

- Based on prior-experimentation, impulse response can vary.
- Keeping track of the impulse response



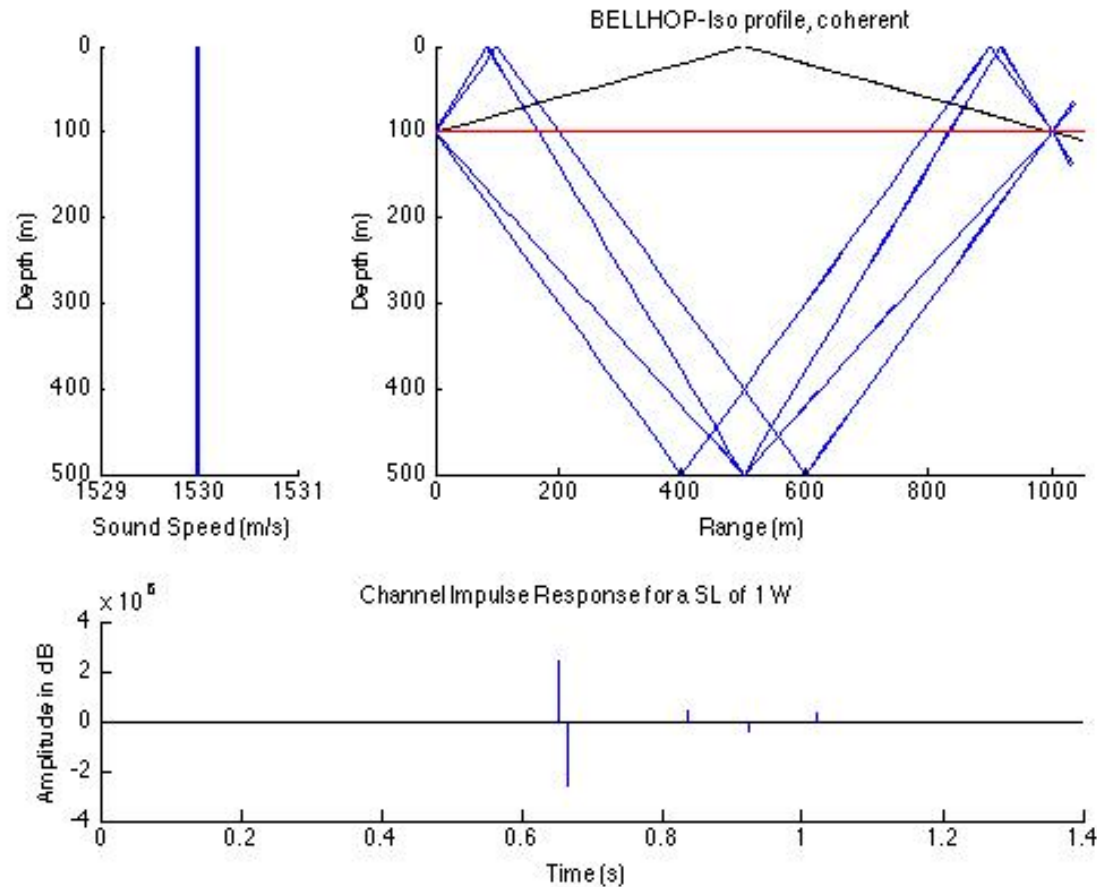
Proposed model



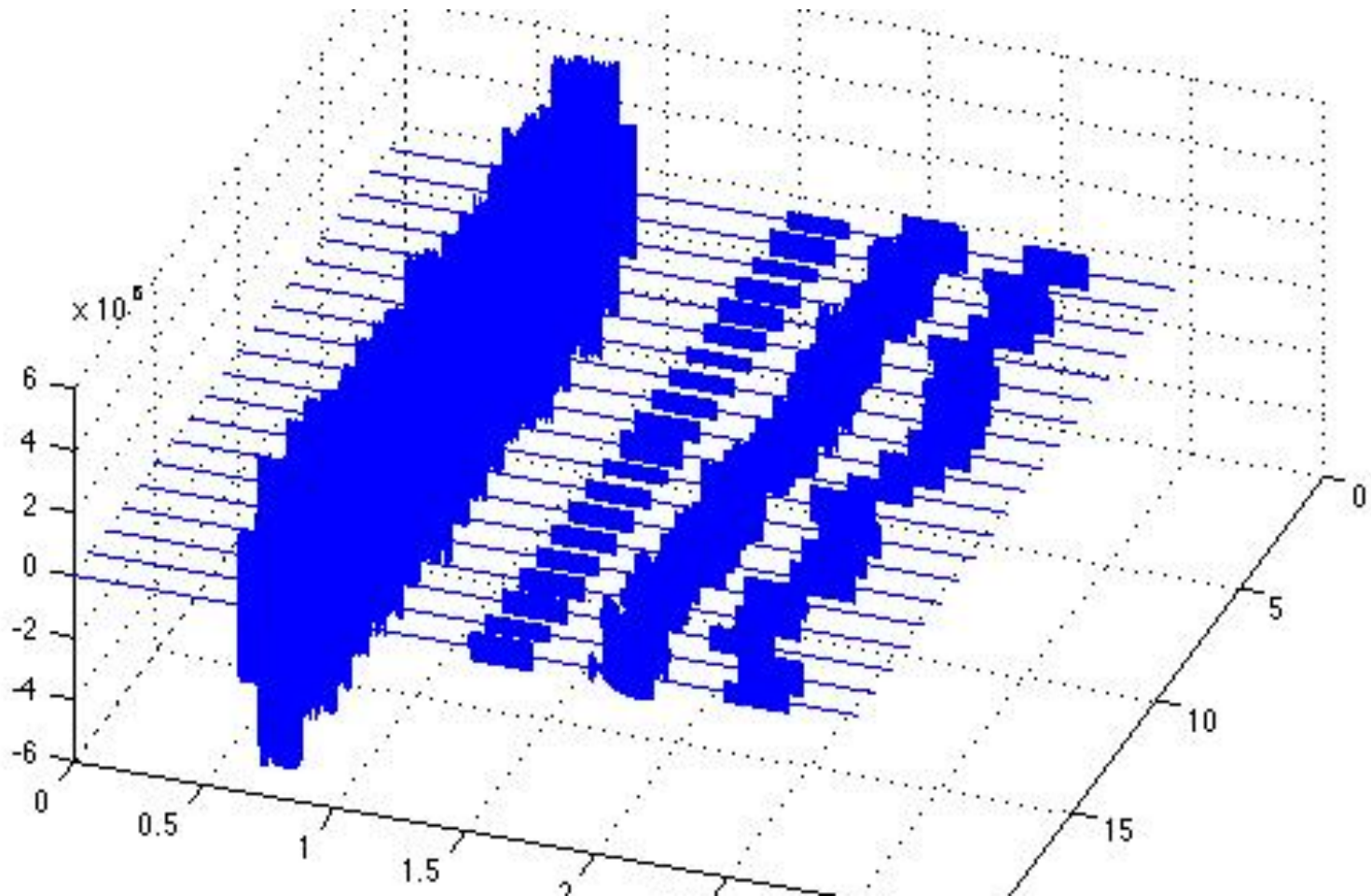
Simulation

- Generate 20 pulses while varying:
 - Angle of transmitter
 - Phase of surface wave
- Bellhop
 - Ray Tracing program
- virTEX
 - Takes into account the effects of multipath and doppler introduced by environmental motion

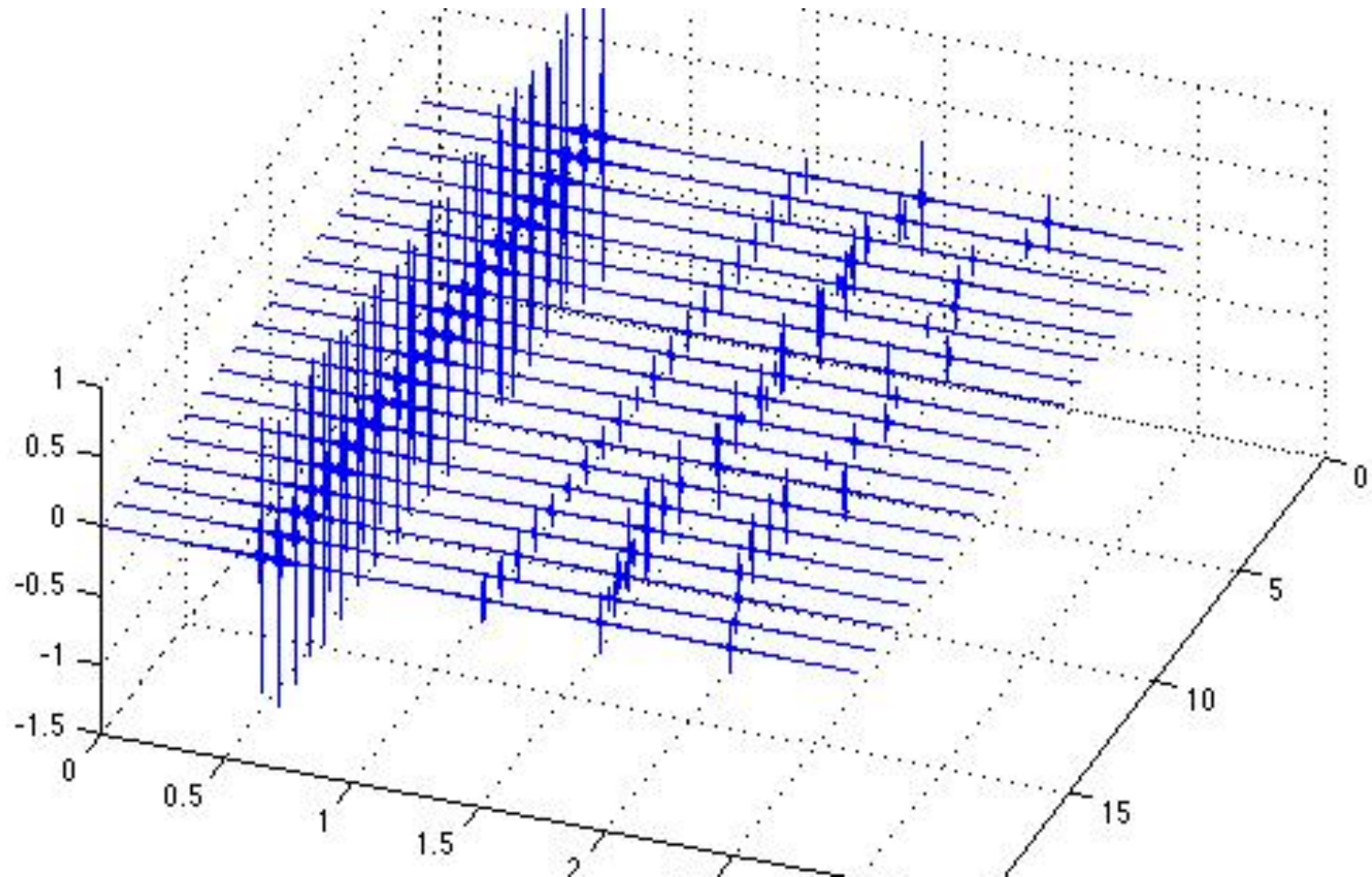
Simulation Characteristics



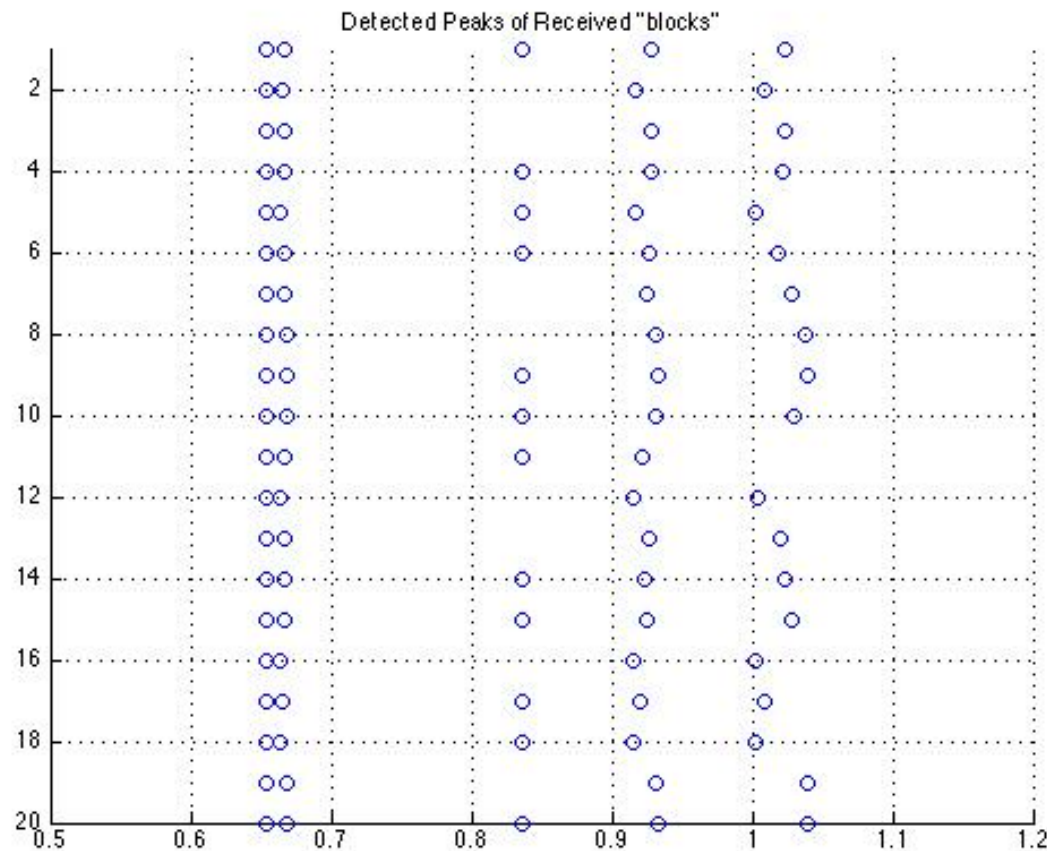
Simulation results – Received Signal



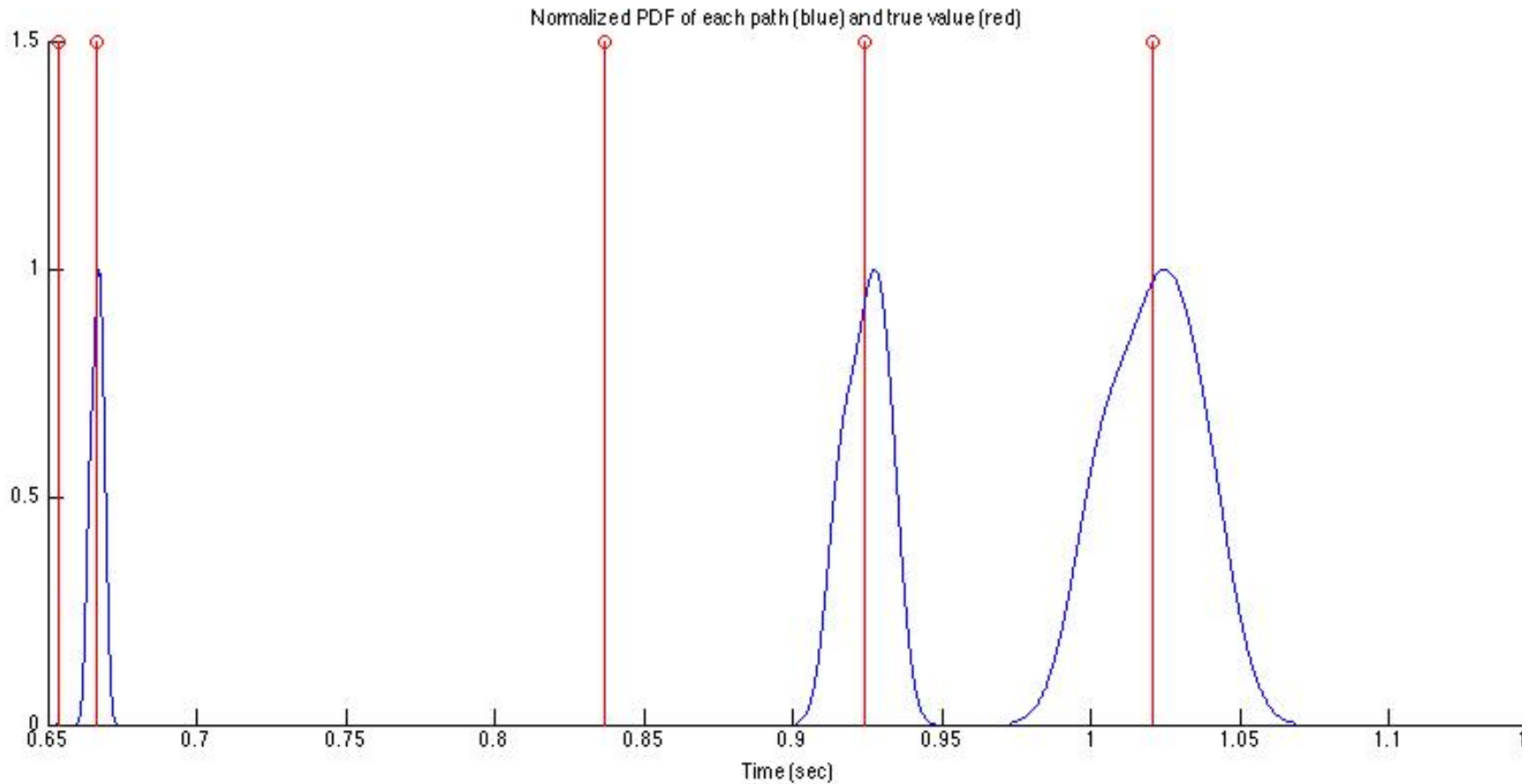
Simulation results – X-Correlated signal



Simulation result – Peak detection



Simulation Result – PDF of impulse response



Lake Del Monte Experiment

- SM-75 and Deck Box
- Series of 30 pulses
- Various pulse length and PRI



Ongoing Research

- Finalizing simulation and algorithms
- Analyzing Experimental data
- Potential additional experimentation
- Sep 2012: Publication of MS thesis

Conclusion

- From simulations, tracking of the impulse response is feasible.
- Potential to benefit other functions such as ranging between two nodes.
- Potential to combine the features of different protocols to create a new and more realistic clock-synchronization protocol.

References

- [1] Y.C. Wu, Q. Chaudhari, and E. Serpedin, “Clock Synchronization of Wireless Sensor Networks”, *IEEE Signal Processing Magazine*, pp. 124 – 138, Jan. 2011.
- [2] A. Syed, and J. Heidemann, “Time Synchronization for High Latency Acoustic Networks”, *Proceedings IEEE Infocom*, Barcelona, Spain, 2006.
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- [4] J. Pettyjohn, D. Jeske, and J. Li, “Least Squares-Based Estimation of Relative Clock Offset and Frequency in Sensor Networks with High Latency”, *IEEE Transactions on Communications*, Dec. 2010.